COMMUNICATION AND DECISION MAKING IN C4ISR SUSTAINED OPERATIONS: AN EXPERIMENTAL APPROACH



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Report Documentation Page

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Credits



- Dr. Donald Harville: Air Force Research Laboratory Warfighter Training Research Division
- Dr. James C. Miller: Air Force Research Laboratory Warfighter Fatigue Countermeasures R&D Program
- Dr. Linda Elliott: Veridian Engineering
- 21ST Century Systems, Inc., providing the Agent Enabled Decision Group Environment (AEDGE) software



People and Facilities DoD Unique



- Staff Government and Contractor
 Psychologists, Physiologists, Technicians, and
 Research Assistants
- Research conducted primarily in 10,000 sq ft Chronobiology and Sleep Lab (CASL) complex
 - Control, Prep, Testing, Medical Exam rooms, Biochemistry Lab, Bedrooms (5)
 - 2,100 sq ft of temporal-isolation living and testing space

Fatigue in C4ISR
 Performance Lab



83-ft Rail Garrison habitat









Current Study



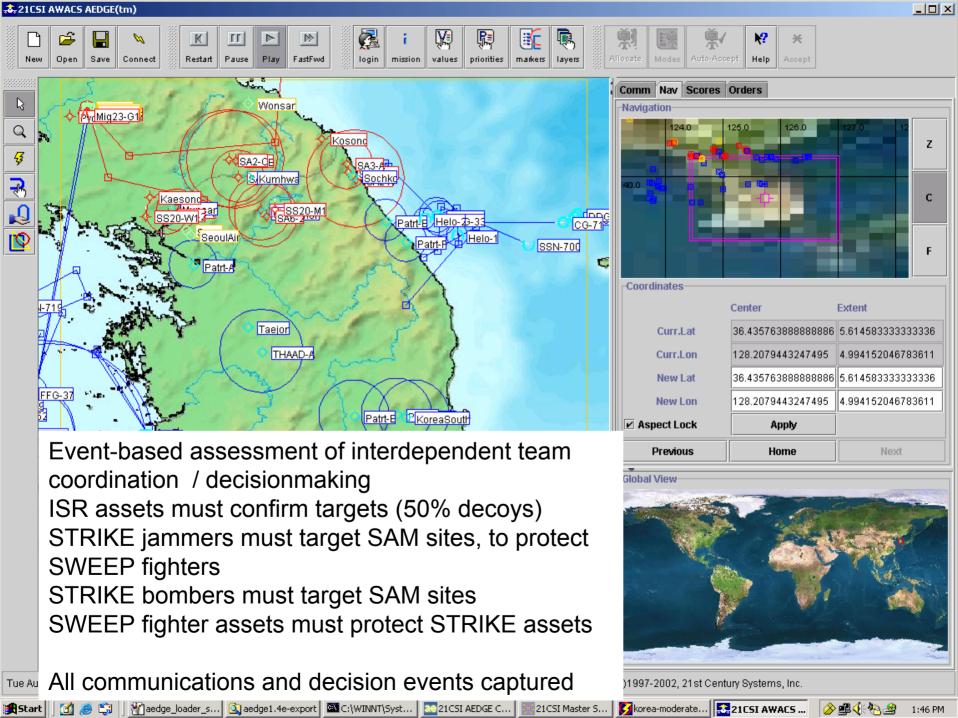
- Experiment
 - SS: Lts awaiting ABM training, Tyndall AFB
 - 10 3-person teams
 - TDY one week
 — 40 HOURS training
 - C4ISR roles / tactics
 - AEDGE interface
 - Cognitive tests (asymptote)
 - Experimental session : Friday 6pm to 10am Saturday
 - Taxied back to quarters
 - Return to Tyndall



Current Study: C4ISR Context



- Effects of Sleep Deprivation on C4ISR team communication, coordination, decision making, and problem solving
 - AEDGE Platform: Capture Generic Functions
 - 3 human roles & agent-based role
 - ISR (Predator UAVs, Global Hawk, JSTARS)
 - Strike (Bombers, Jammers, Fighters)
 - Sweep (Fighters, AWACS)
 - HVAA (RJ, Tankers, SAMS, Carrier)





Assessment of Teamwork



- Coordination/Sequencing of Events
- Dynamic Problemsolving

Immediate Indicators

- Handovers (asset re-allocation)
- Communication
 - Email
 - Audio



Audio Capture of Communications



- Digitally recorded communications are a critical source of assessment
 - Sequencing
 - Assets
 - Other
 - Encouragement
 - Fatigue



Communications: Initial Coding



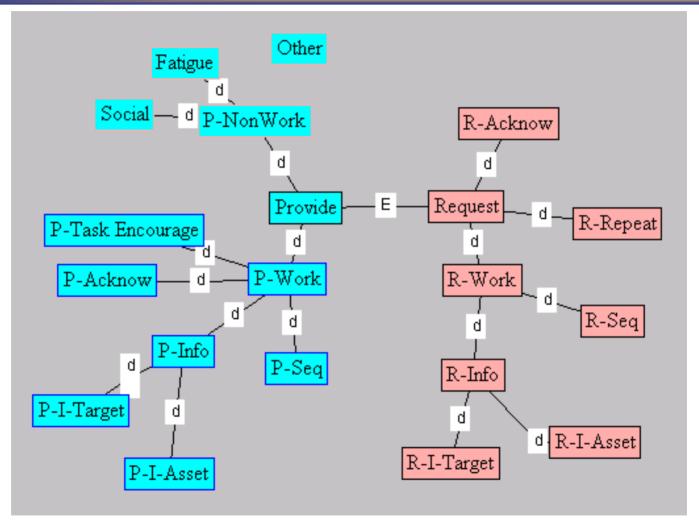


Figure 3. Representation of communication concepts



Predictions and Analyses



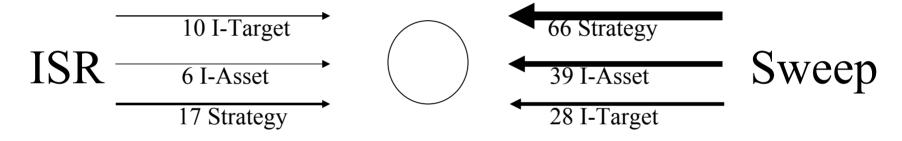
- Ascertain fatigue effects on Communication and Coordination processes
 - Mission Planning
 - Mission Execution
 - Communications
 - Sequencing of events
 - Allocation of Assets among teammembers
 - After-action Reviews



Provide Information and Strategy Scenario 1 Preliminary Data



HVAA





Mean mission outcome (N=4) = (hostile loss – friendly loss) =

787.25

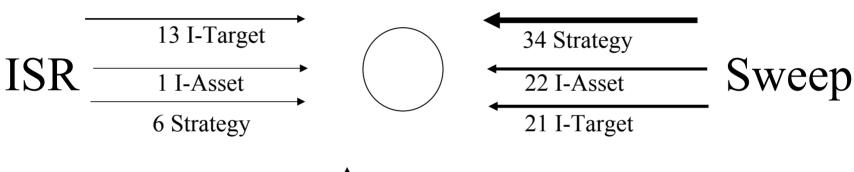


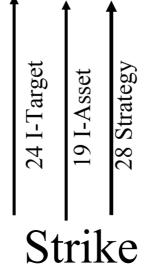
Provide Information and Strategy



Scenario 6 Preliminary Data

HVAA





Mean mission outcome (N=4) =
(hostile loss – friendly loss) =
439.00

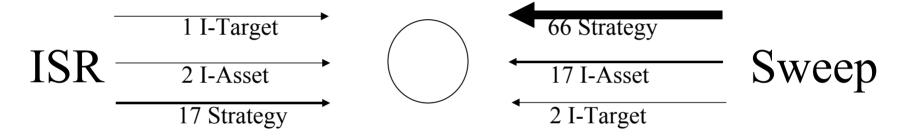


Request Information and Strategy



Scenario 1 Preliminary Data

HVAA



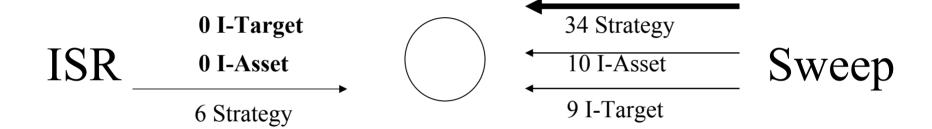


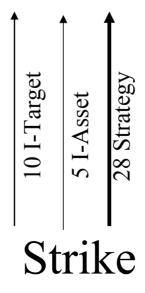


Request Information and Strategy Scenario 6 Preliminary Data



HVAA



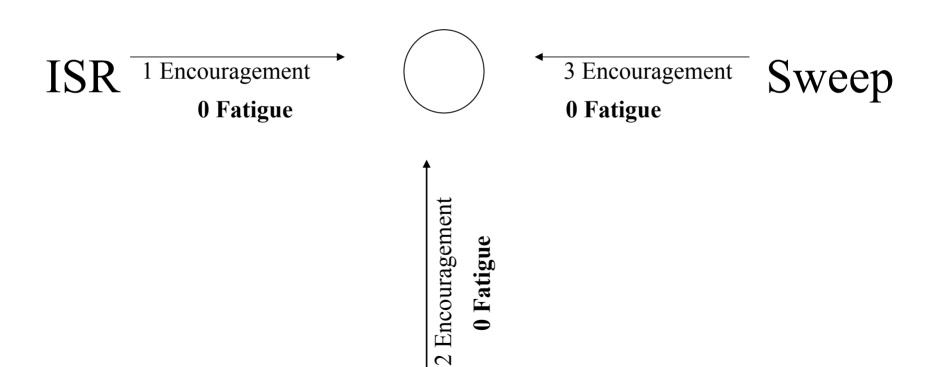




Encouragement and Fatigue Scenario 1 Preliminary Data



HVAA



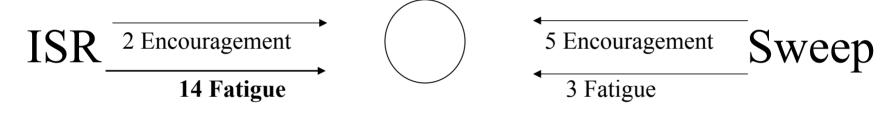
Strike



Encouragement and FatigueScenario 6 Preliminary Data



HVAA





Strike



Fatigue Effects on Mission Outcomes (N=4)



	Scenario 1 Means, SD	Scenario 6 Means, SD	р
Mission Outcome (hostile lost – friendlies lost)	787.25, 293.54	439.00, 88.62	.001
Friendly fuel outs	48.75, 33.26	22.50, 28.72	.004
Friendly jammers lost	7.5, 15.00	0, 0	.015



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